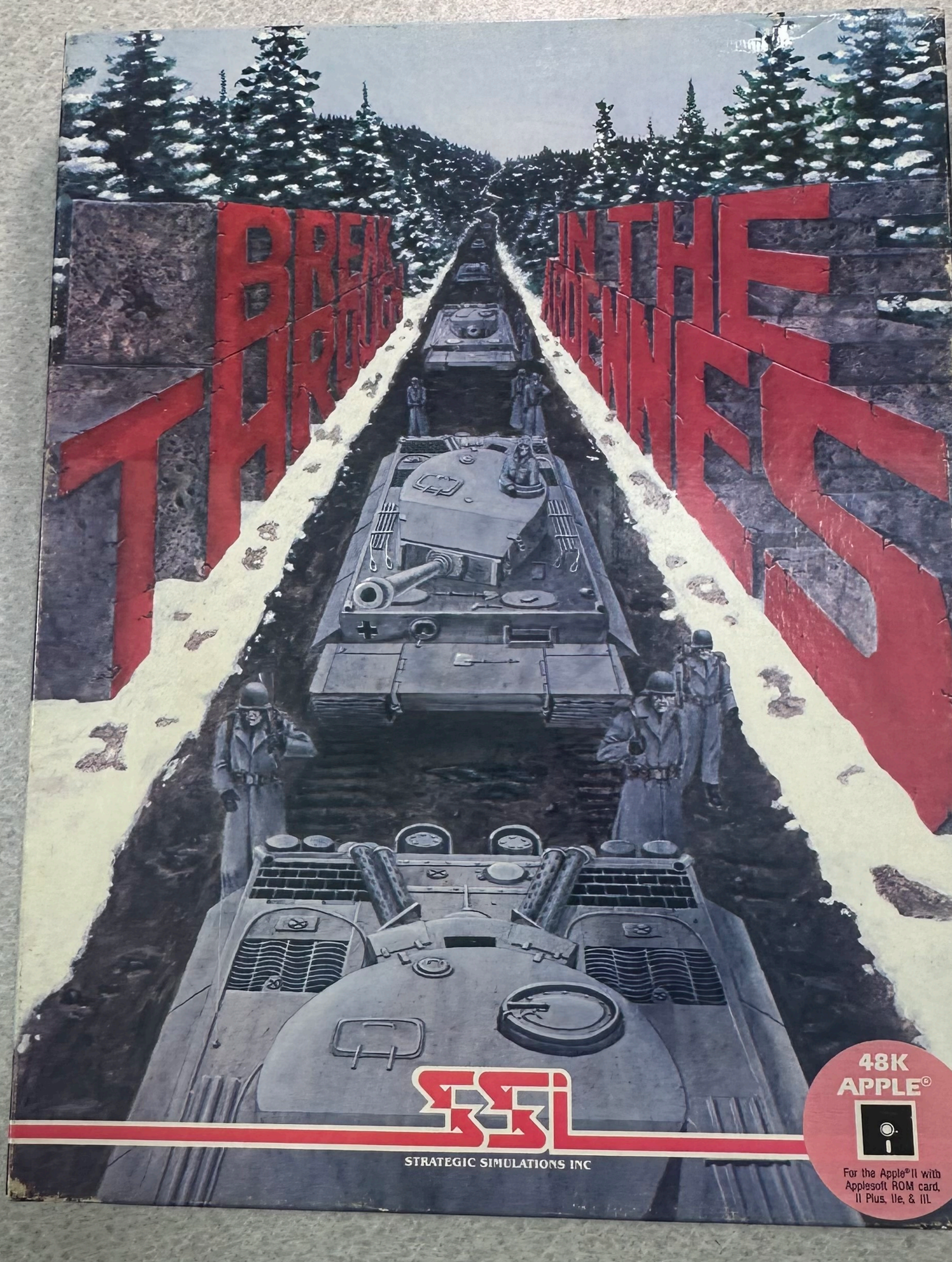
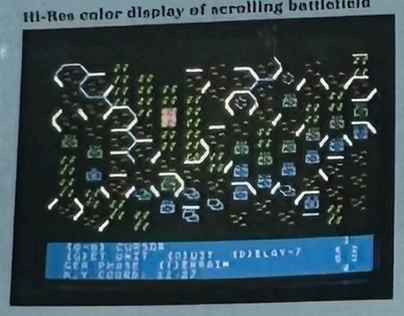
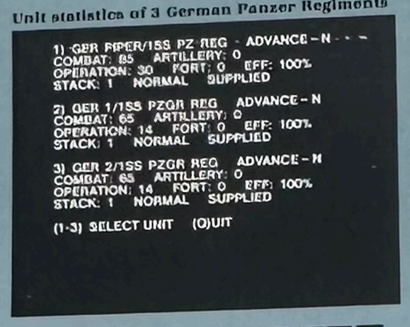

BREAK THROUGH
IN THE ARDENNES
SSI
STRATEGIC SIMULATIONS INC
48K
APPLE©
For the Apple® II with
Applesoft ROM card,
II Plus, IIe, & IIL

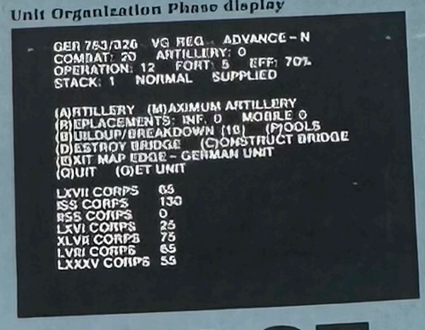
Hi-Res color display of scrolling battlefield



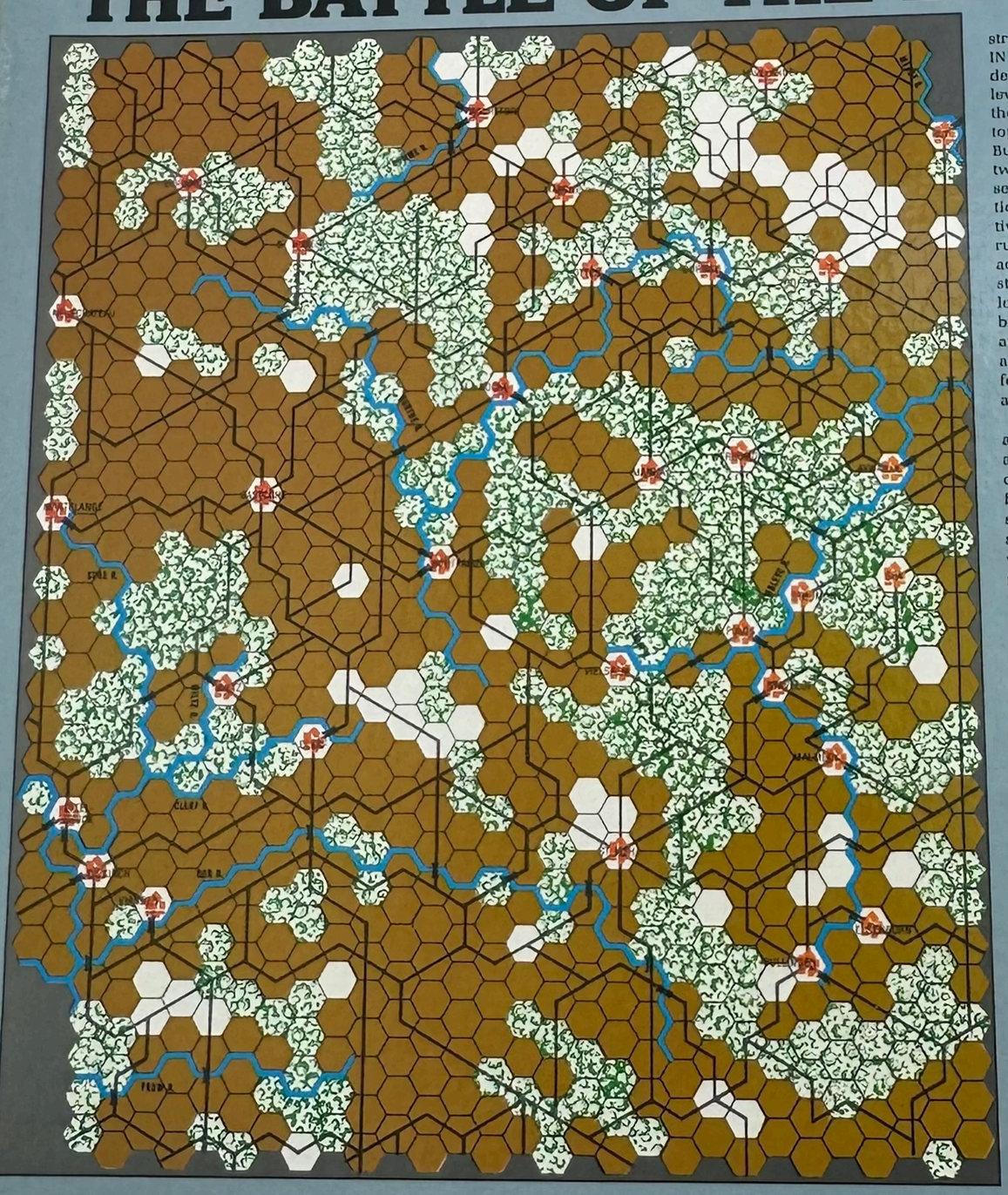
Unit statistics of 3 German Panzer Regiments


1) GER PIPER/1SS PZ REG - ADVANCE - N
COMBAT: 65 ARTILLERY: 0
OPERATION: 30 FORT: 0 EFF: 100%
STACK: 1 NORMAL SUPPLIED
2) GER 1/1SS PZGR REG ADVANCE - N
COMBAT: 65 ARTILLERY: 0
OPERATION: 14 FORT: 0 EFF: 100%
STACK: 1 NORMAL SUPPLIED
3) GER 2/1SS PZGR REG ADVANCE - N
COMBAT: 65 ARTILLERY: 0
OPERATION: 14 FORT: 0 EFF: 100%
STACK: 1 NORMAL SUPPLIED
(1-3) SELECT UNIT (0)UIT

Unit Organization Phase display



A DETAILED SIMULATION OF THE BATTLE OF THE BULGE



Designed for the avid strategist, BREAKTHROUGH IN THE ARDENNES™ is a detailed regimental/brigade-level simulation of one of the most popular wargame topics: The Battle of the Bulge. Covering the battle in twelve turns, each representing a full day of operations, it possesses exhaustive features and combat rules. Your options and activities include supply, air strikes, allocating corps artillery, building-up and breaking-down regiments and divisions, constructing and destroying bridges, fortifying, changing modes and moving units.

All infantry, engineer, airborne and armored units are historically rated for combat strength, efficiency, fortification level, supply status, mode and artillery support content. Weather, which played such a major role in the real battle, is also incorporated.

The scrolling Hi-Res color map displays the battlefield on a 32x31 hex grid, each representing approximately two miles. The extensive road network of the Ardennes is taken into account.

We've gone to great lengths to set up the actual conditions of this historical conflict. Now is your chance to answer the burning question: "How would the Battle of the Bulge have ended if *I* had been in command?"

In solitaire, the computer directs the American forces.

◄A four-color laminated mapboard showing the entire battlefield is provided to help you play this advanced wargame.

Screen displays shown are from the ATARI®. Displays from other computer(s) may vary.

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BREAKTHROUGH IN THE ARDENNES

Game play covers allocating air strikes, artillery support and draw supplies on the detailed road and terrain map in which each hex represents two miles.

Two-player and computer-as-American scenarios.

32 × 31 hexagonal grid

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Two-player and computer-as-American scenarios.

32 × 31 hexagonal grid

plus optional rules for weather, fog of war, replacements, fortification level, and more. Requires 64K Apple II with disk drive.

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For the Apple II with Applesoft ROM card, II plus, IIe, & IIc.

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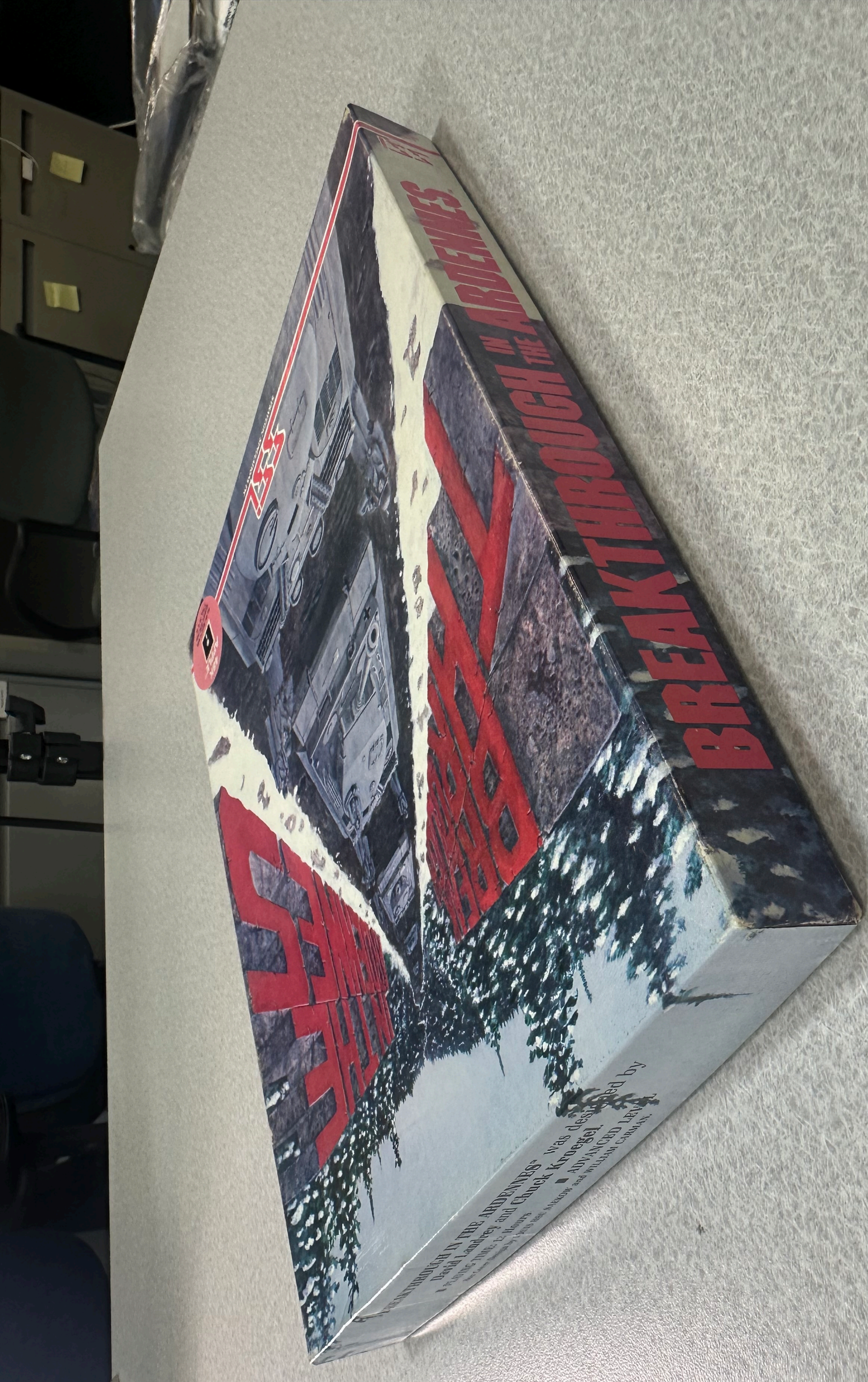
BREAKTHROUGH IN THE ARDENNES
BREAKTHROUGH
BREAKTHROUGH IN THE ARDENNES
Designed by David Landrey and Chuck Krohgel

A DETAILED SIMULATION OF THE BATTLE OF THE BULGE
Battalion/regimental level game with divisional build-up and breakdowns possible.
Each unit rated for combat strength, efficiency, leadership value and unit type.
Three scenarios covering the Battle from December 16-27
ATARI is a registered trademark of Atari, Inc.
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BREAKTHROUGH IN THE ARDENNES
A DETAILED SIMULATION OF THE BATTLE OF THE BULGE
Hi-Res color display of scrolling battlefield
Unit counters of German Panzer Armies
BREAKTHROUGH IN THE Ardennes
David Landrey and Chuck Kroegel
PLAYING TIME: 12 hours
Box Cover design by Al Nofi

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BREAKTHROUGH IN THE ARDENNES
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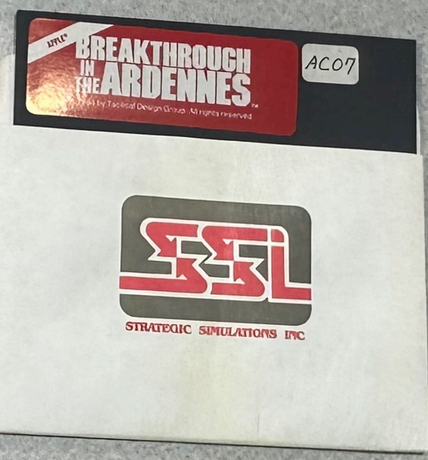
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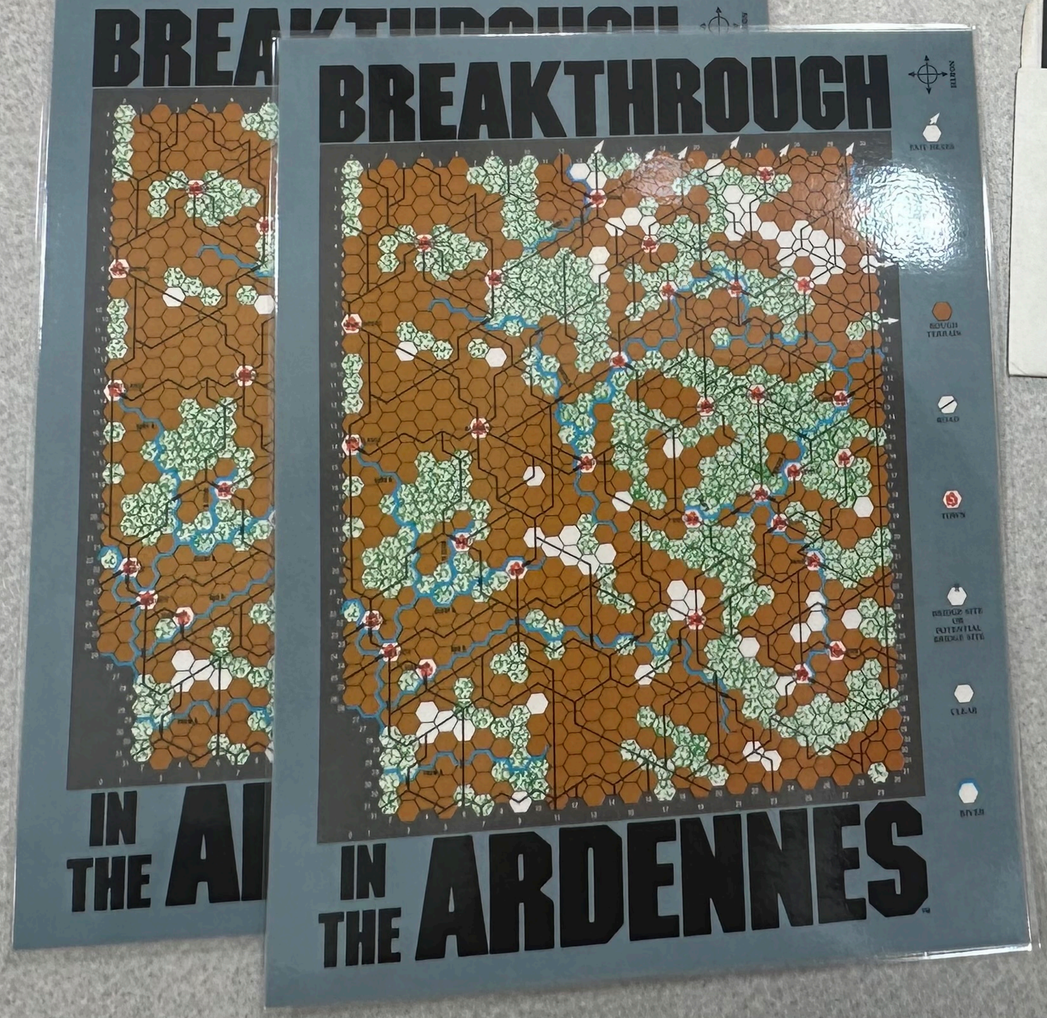
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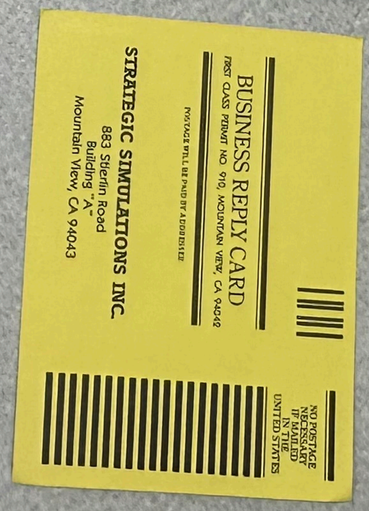
ROUGH TERRAIN
ROAD
TOWN
BRIDGE SITE OR POTENTIAL BRIDGE SITE
CLEAR
RIVER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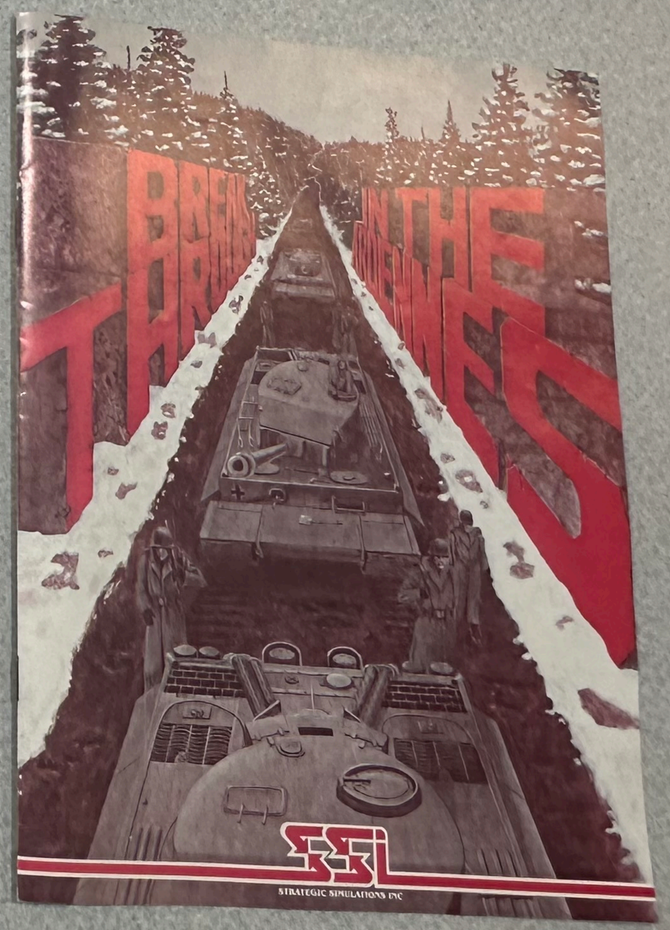
BREAKTHROUGH IN THE ARDENNES
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- Battalion regimental-level game with divisional build-ups and breakdowns possible.
- Each unit rated for combat strength, efficiency, fortification level, stacking value and unit type.
- Three scenarios covering the battle from December 16-27.

- *bat. Units enter and leave travel mode and draw supplies via detailed road network.*
- *32 × 31 hexagonal grid map in which each hex represents two miles.*
- *Two-player and computer-as-American scenarios.*

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BREAKTHROUGH IN THE ARDENNES™

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